PlayStation

PAL

Blaze & Blade

~ Eternal Quest ~

FUNSOFT.

T&E SOFT

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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1 or 2 Players | Memory Card 3-12 blocks | Multi Tap Compatible 1~4 Players

SLES-00845

Thank you for purchasing "Blaze & Blade ~ Eternal Quest" for the PlayStation. Please read the software manual before playing. Please do not lose this software manual, for it is available only with the software.
** Please note that actual screen shots may vary.*

CONTENTS

1. PROLOGUE.................... 4
2. THE CONTROLS 6
3. MULTI TAP.................... 8
4. GETTING STARTED............ 9
5. PLAYING THE GAME 18
6. ICON MENU 31
7. SYSTEM MENU 33
8. MEMORY CARD UTILITY........ 41
9. ITEM UTILITY................. 42
10. ITEM INTRODUCTION 44
11. QUEST INTRODUCTION......... 47
12. CREDITS 49

ATTENTION

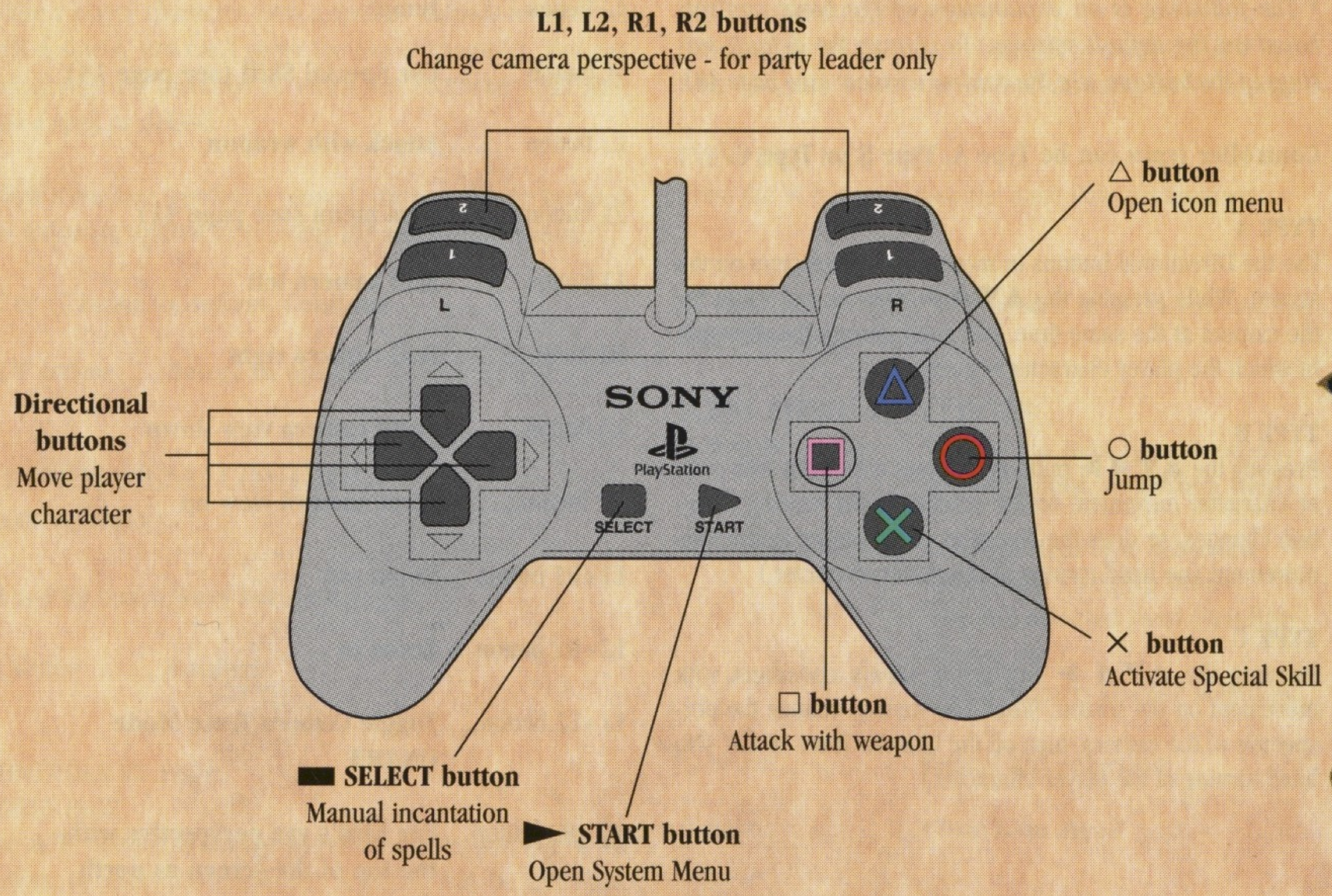
This game can be played without a memory card.
However, a memory card is highly recommended for full enjoyment of the game.

1. PROLOGUE

Once upon a time located in the northern regions of the continent Mabressia there was a land called Foresia. This marvellous land was ruled by a culture of magic. With their unbelievable powers, the so called twelve Wisemen were creating demons as their slaves. But this was the start of a terrifying development. Mankind ruled over the powers of nature. And people had the illusion their powers would be eternal. But mislead by the selfish belief in their own strength, the twelve Wisemen called even more powerful creatures into existance who would finally claim the magic powers as theirs. The twelve Wisemen had doomed their own kind.

Time has passed since then, and today this region is only known as 'The Forbidden Land'. This once beautiful land is still inhabited by monsters and demons. Only a few ancient ruins tell a tale of the marvels of its past. Rumors have it that these ruins still hold unbelievable treasures. Many fearless adventurers have since tried to rid 'The Forbidden Land' of its treasures.

Seeking their dreams with Blaze & Blade...


L1, L2, R1, R2 buttons
Change camera perspective - for party leader only
△ button
Open icon menu
Directional buttons
Move player character
SONY
PlayStation
SELECT
START
L
R
○ button
Jump
✕ button
Activate Special Skill
□ button
Attack with weapon
SELECT button
Manual incantation of spells
START button
Open System Menu

2. THE CONTROLS

** The following is an explanation of the basic controls based on the default settings. To change the default settings of the buttons, use the control window (see page 38).*

Controller types can be Type A, Type B or Type C.

TYPE A
Use the Directional buttons to move player characters on the screen. While pressing the ▲▼◀ ▶ buttons and those for the camera at the same time, you can't change the direction in which the player character is going.

TYPE B
Pressing the ▲▼◀ ▶ buttons is always consistent with player character movement on the screen. As the viewing direction changes, so does the direction of the player character's movement (no head turning of the player character.)

TYPE C
Pressing the ▲▼◀ ▶ buttons is always consistent with movement on the screen. When you want to change the perspective of the camera, turn off the Camera Trace Mode. (No head turning of the player character.)

○ button .... **Jump**

× button .... **Use Special Skill (see page 15)**

□ button .... **Attack with weapon**

△ button .... **Icon menu (see page 31)**

L1 button .... **Roll camera left**

R1 button........... **Roll camera right**

L2 button .... **Move camera view down**

R2 button........... **Move camera view up**

L1+R1 button ....**Zoom out**

L2+R2 button ....**Zoom in**

L1+L2 button......**Toggle Camera Trace Mode ON/OFF**

R1+R2 button ....**For bird's eye perspective with the top of the screen as north direction**

▬ SELECT Button **Manual incantation of spells**

► START button **Open System Menu (see page 33)**

** By default the Camera Trace Mode is OFF.*

While a player character casts a spell or defends him/herself with a shield, you can't move the player character. You can still change the direction in which this character shall aim, cast a spell or defend.

When a message window is opened, you can choose between the following options by pressing the appropriate button:

✕ or □ button ..**Confirm, Continue**

▲▼ buttons ......**Select an option**

SYSTEM MENU CONTROLS

BASIC CONTROLS

L1 and R1 button **Move between pages**

✕ button ....**Confirm**

CONTROLS BY PAGE

STATUS PAGE

Use ▲▼ buttons to change player characters and the ◀ ▶ buttons to select a window. Any selection can be cancelled with the ○ button.

GROUP ORGANIZATION PAGE

Select colour of the player character by using the ▲▼ buttons. The party leader can be marked using the ✕ button.

EVENT ITEM PAGE

Press the ✕ button to view the event item explanations.

OPTIONS PAGE

All selections are made with the ▲▼◀ ▶ buttons and confirmed with the ✕ button.

ICON MENU CONTROLS

▲▼◀ ▶ buttons ......**Selects the item type (weapon, armor, shield, accessory, item)**

✕ or □ button............**Confirm item type selection**
Equip and Unequip items
Use the selected item (Healing Potion etc.)
Confirm Party Leader selection

○ button ....**Cancel any selection**

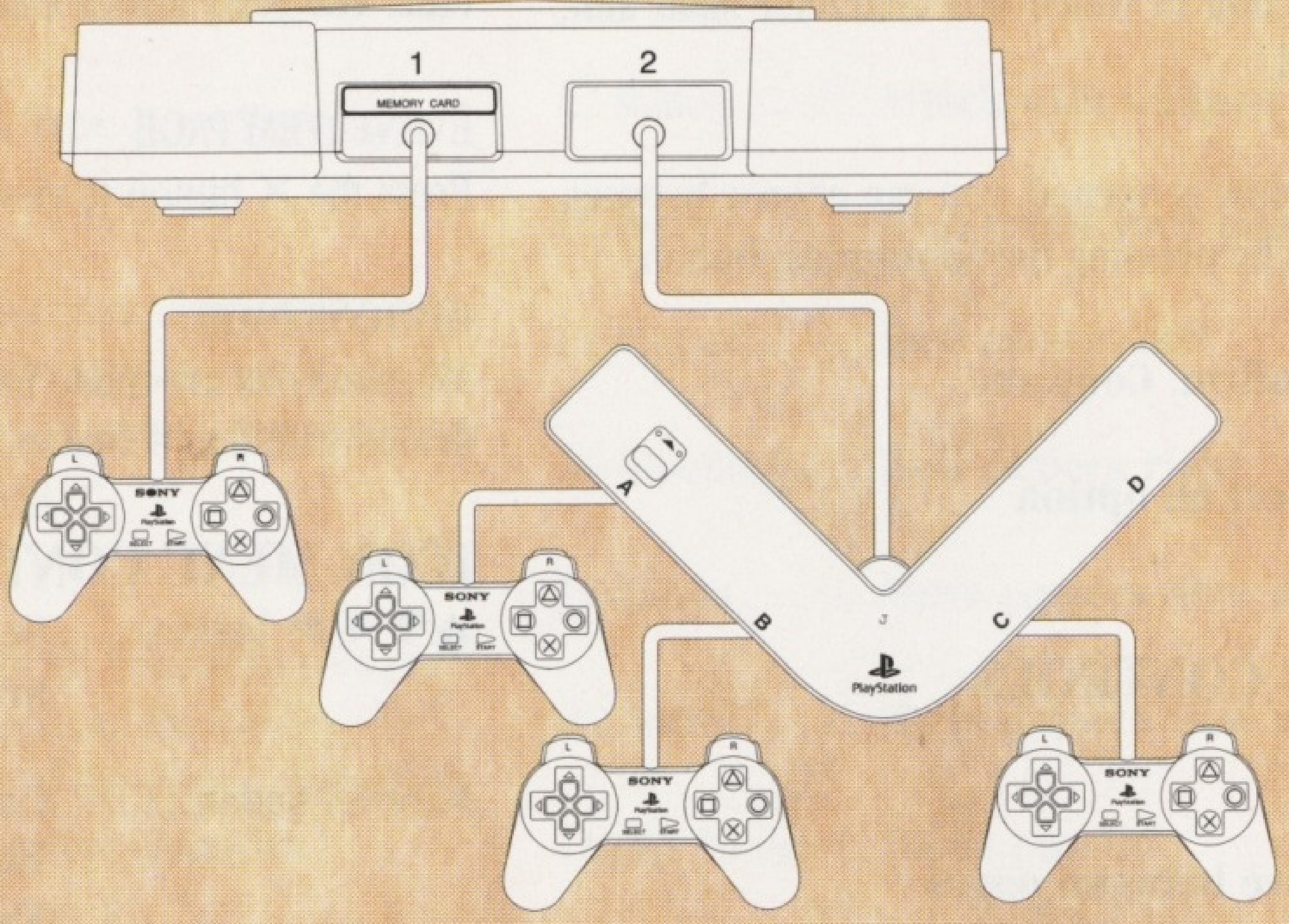
△ button ....**Close Icon Menu**

3. MULTI TAP

Up to 4 players can play this game at the same time.

* Up to 2 players can play at the same time with two Controllers and without additional equipment.

* More than 2 players will require a Multi Tap (sold separately).



1. Multi Tap connection
Be sure that the Multi Tap is connected to Controller port 2 on the console.

2. Controller connection
In case of only 2 players, connect the Controllers to Controller ports 1 and 2 on the Console. For 3 players or more, please connect the Multi Tap as shown above. First connect a Controller to Controller port 1 on the Console, then connect the second Controller to Controller port 2-A on the Multi Tap. Then connect the third Controller to Controller port 2-B, and continue with Controller port 2-C. You are advised to always follow this procedure. For 3 players, you will use Controller port 2-A and Controller port 2-B only.

* *When connecting Controllers to the Multi Tap, be sure that power is switched off.*

4. GETTING STARTED

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.
After the opening movie, the title screen will appear. Pressing the ► button will skip the movie. Press the ► button again to go to the title menu.

TITLE MENU

Begin Game
You have to create player characters before you can start a new game.

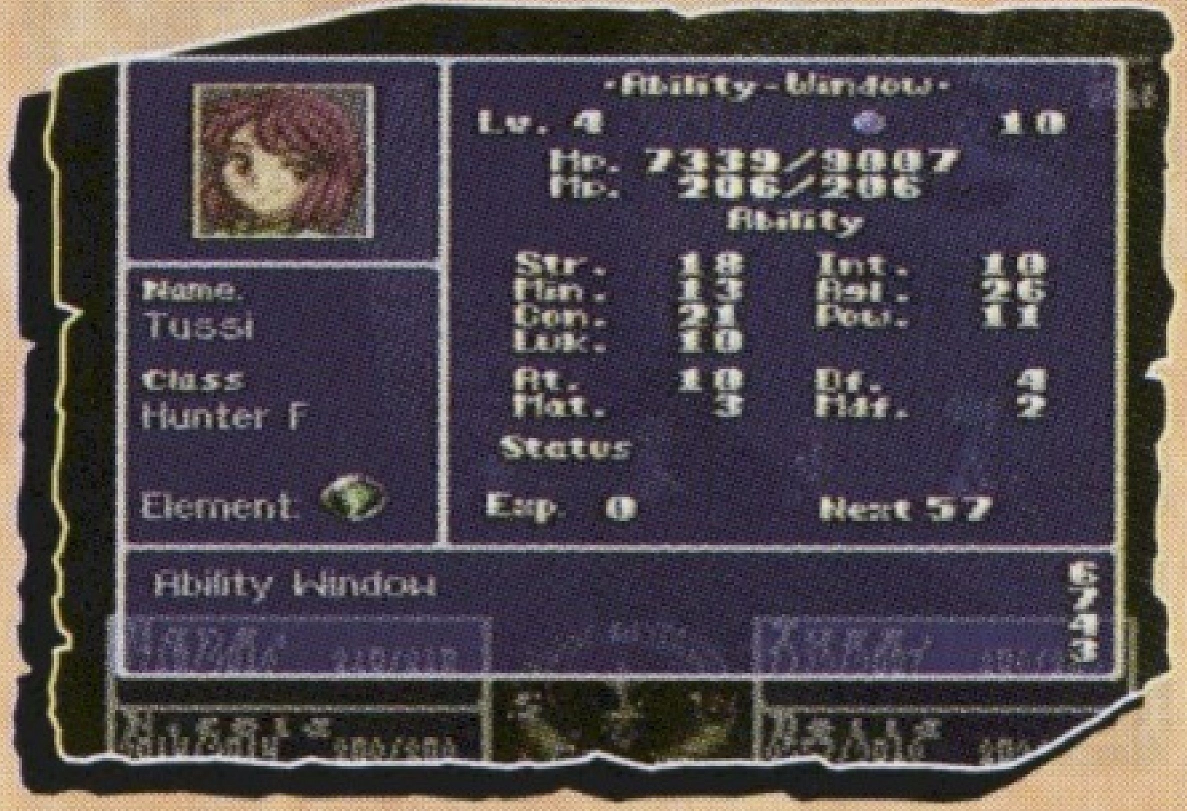
Create Characters
Create a player character to use in the game.

Memory Card Utility
Copies or deletes player character data.
When playing without a Memory Card or without player character data on the Memory Card, you won't be able to save your player characters later in the game. Make sure there are enough free blocks on your Memory card before commencing play.

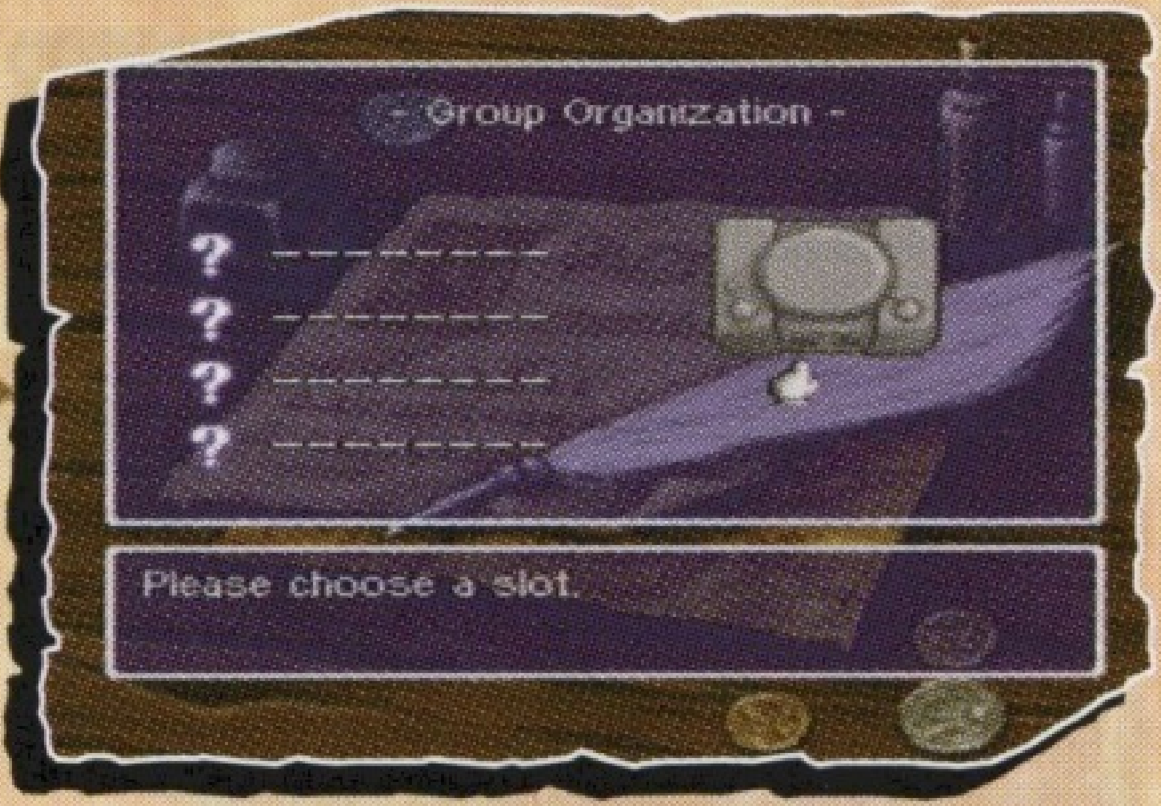
Object Utility
Here you can buy or sell items or display a list of carried items.

Save Character Data
Save player character data by using the Game Options Page of the System Menu (see page 40).

You can save anywhere inside the Inn. You can also save at the Save Points scattered throughout the quests of the game. If you save a player character during a quest, you can ususally restart the game at the same Save Point.



Game Over
When all player characters of a party have died, the game is over.



HOW TO BEGIN

1. When playing for the first time, you need to create player characters.

2. Now select the option Begin Game on the title menu and form a party. Select the Memory card slot to use by pressing the ◀ ▶ buttons.
Press the ✕ button to confirm.
Available Player character data is displayed. Select a player character you wish to add to your party (until you have chosen up to four player characters) by pressing the ◀ ▶ buttons.

3. Confirm your selection with the ✕ button. Press the ▶ button to end party generation.

ABOUT PARTIES

1-Player Mode

Connect only one Controller to the PlayStation for a one player game.
When exploring locations of the game with a party, the leader is followed by the other player characters. You can change the leader in the Systems Menu or the Icon Menu (see page 31). Other player characters automatically attack enemies when approached.

Multiple Players

You can manually control as many player characters as there are Controllers connected to your PlayStation. Up to four players can play with a Multi Tap (sold separately). With more Controllers connected, open the Group Organization page. Press the ▲▼◀ ▶ buttons to select a Controller for which you want to change a player character's mode from COM (COMputer mode) to MAN (MANual mode). Now, you can control this player character manually. The player character selected during the party generation corresponds to Controllers 1P-4P accordingly. However, if the first player changes the player character he/she controls, the other players can do so as well.

CREATING PLAYER CHARACTERS

Select by pressing the ▲▼◀ ▶ buttons, use the ✕ button to execute and press the ○ button to cancel.

1. Select Class/Gender

When you select Create Characters, the Class/Gender selection screen is displayed. Select from 16 male and female player characters from 8 classes. Note that there are differences between classes, but not between genders (see page 15).

2. Name your player character

The name entry screen comes next.

Select letters, then press the ✕ button to accept a letter or the ○ *b*utton to delete a letter. When finished, move the cursor to END and press the ✕ button.

When you press the ▶ button, the cursor automatically jumps to END. If you wish to give this player chararacter a default name, move your cursor to END and press the ✕ button without entering any letters.

3. Type of Speech

The selection of the manner of speech comes next. Pressing the ► button without a selection will confirm the default settings.

4. Select Protective Element

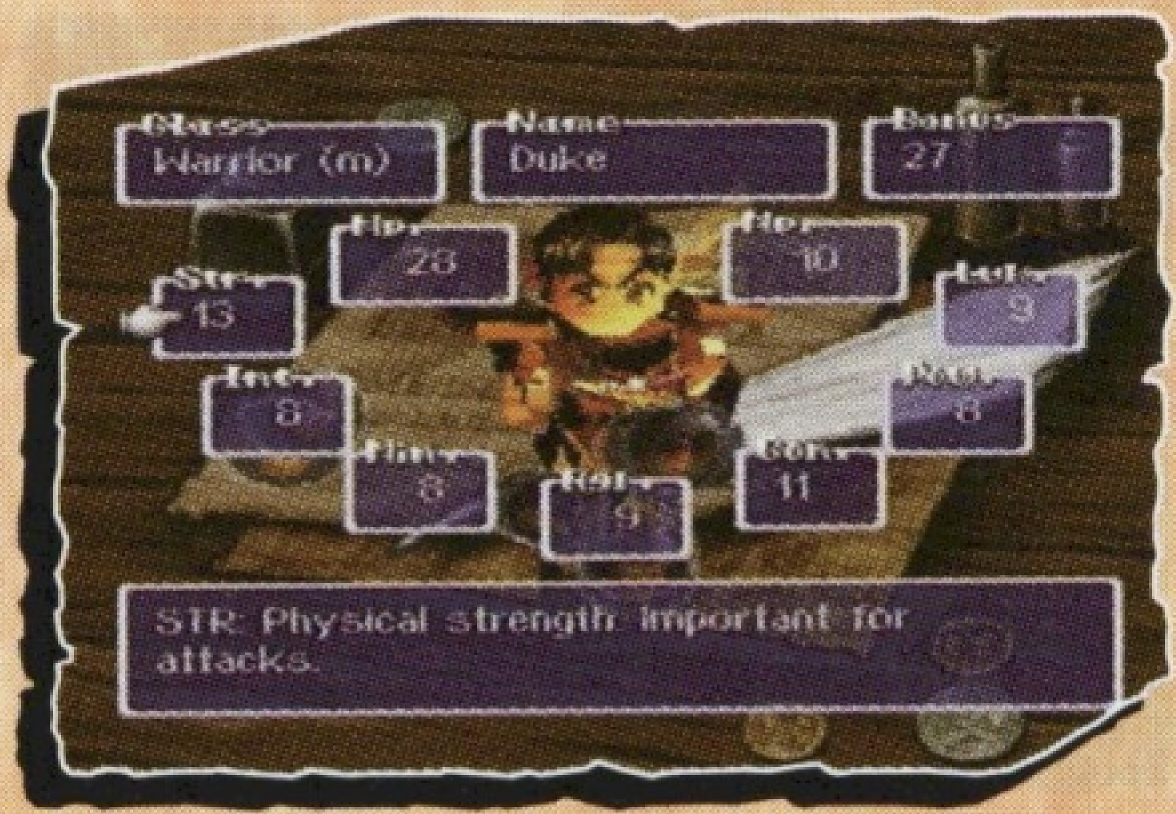
The Select Protective Element screen appears. Elements will influence some of the weapons, armor, accessories and even magic defense of the player character. (see page 29).

5. Ability Setting

Now, you will set the abilities of each player character. First, there is a bonus screen, and you can use the ✕ button to flip three cards. The total number will be your bonus number. If you don't like the number, you may try again by pressing the ○ button. If all three cards are the same number, you will get an extra chance to flip the cards once more for an extra bonus.

When the number of bonus points is set a screen appears where you can assign the bonus points to the player character's attributes of your choice. Confirm by pressing the ✕ button.

**Use the ◀ ▶ buttons to select the attribute. You then use the ▲▼ buttons to add or subtract (▲ +1, ▼ -1). No lower value than the minimum is allowed.*



STR	**Physical Strength**	Important for attacks
INT	**Intelligence**	Necessary for effective use of sorcery
WIL	**Willpower**	Important for resistance to magic
AGL	**Agility**	Important for defense
CON	**Constitution**	Important for health and healing
POW	**Magical Power**	Important for recovery of magical energy
LCK	**Luck**	Luck can be important in many situations

Advice for creating player characters.
Although it is not a bad idea to allocate attributes evenly at the beginning, you might want to use the special features of a class. In that case, allocate attribute points based on the numbers indicated by the default settings.

6. Saving Player Character Data

New player character data can only be saved before starting a game. Choose the option SAVE CHARACTER and press the × button to confirm. Then select a Memory card slot. Press the × button to confirm.

If you choose SAVE CHARACTER you will move on to the Save Screen. In order to save a player character, you need 3 free blocks on the Memory Card.

After you have completed the creation of a player character you will be asked to either select CREATE A NEW CHARACTER or PUT THE PARTY TOGETHER. Now the Group Organization screen appears. Here you can choose the player characters which you want to use in this game and then start the game.

Introduction to Classes

When you the press the ✕ button during a game, you can use Special Skills. If the player character has a special ability, he or she uses it automatically when necessary.

WARRIOR

The Warrior is good at close combat and defense

Special Skill:
Can defend with a shield when attacked from the front

HUNTER

The Hunter is good at for distant attacks and has good knowledge of herbs

Special Skill: **Use of herbs**

Special Ability: **Ability to find secret animal trails**

ROGUE

The Rogue isn't too strong but very nimble

Special Skill: **Sprint**

Special Ability: **Can break simple locks**

DWARF

The Dwarf is small but extremely strong and very skilled at close combat

Special Skill: **Can defend with a shield when attacked from the front**

Special Ability: **Can crush loose rocks**

PRIEST
Although being a not too much of a
fighter, the Priest is granted miraculous powers by the gods
Special Skill: **Can use healing magic (this skill consumes MP)**

Elf
The Elf is well balanced with
fair abilities in both armed and magical attack
Special Skill: **Use of magic attack**
(this skill consumes MP)
Special Ability: **Can break weak seals**

SORCERER
Sorcerers use ancient magic and magical attacks
Special Skill: **Use magical attack (this skill consumes MP)**

Fairy
Fairies control a special intrinsic fey magic
by using a wand. They are resistant to
attacks from the ground because of
permanent levitation
Special Skill: **Supplementary magic**

Elf Special Ability
[can break weak seals]

Dwarf Special Ability
[can crush loose rocks]

** At some points in the game, the special ability of a different player characters class might be helpful. In that case the game will notify you.*
The rock-crushing Dwarf and the Elf are always a good choice, and Hunters are ideal for quests in open terrain.

5. PLAYING THE GAME

Objective of the game

Gather information about the available quests at the Roadside Inn and explore each area thoroughly. You will receive one jewel for each major foe defeated at the end of a quest. The objective of this game is to collect all jewels and challenge the final quest.

The Roadside Inn

The inn is an important location, and sometimes the inkeeper's tales and clues are essential for completing the game. Here you can save your player character data, check, store or remove items, or simply let your player characters recover. Also, the inn's main floor is a meeting place for various adventurers.

Item Check

Here you can have unknown items checked by an expert.

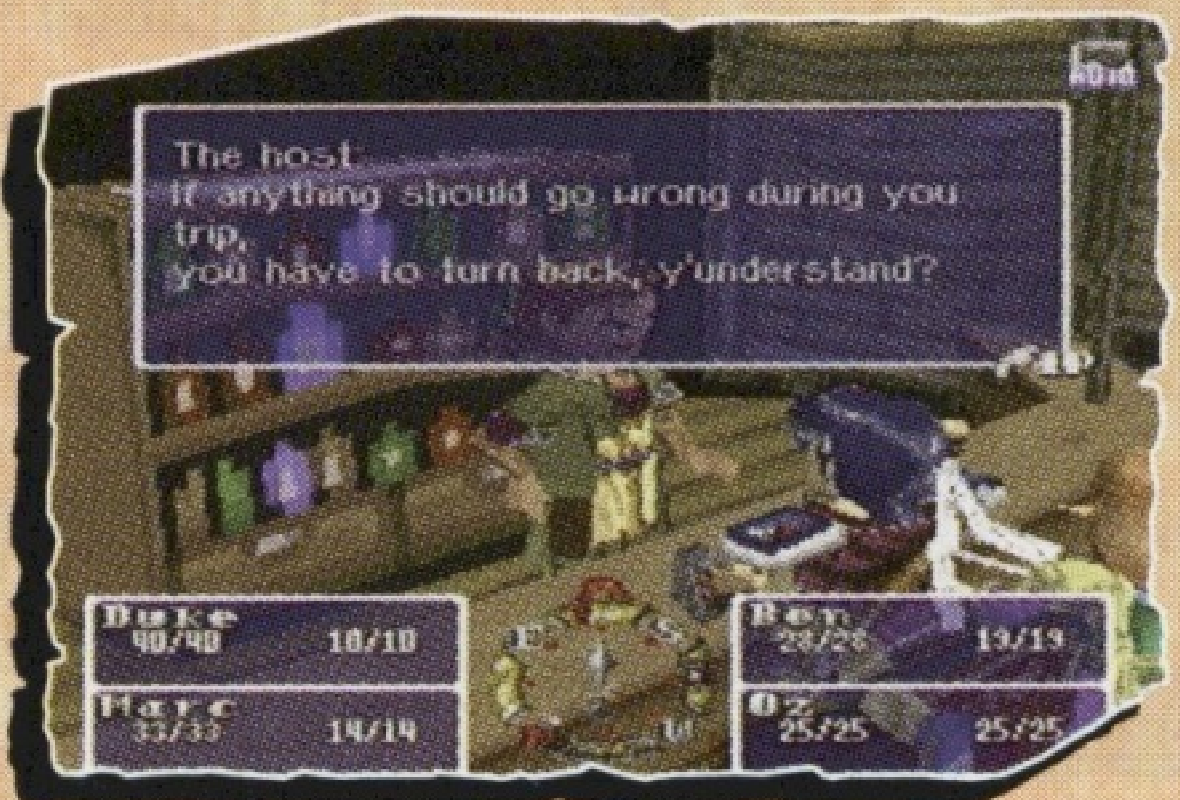
** Once examined, you will see a stamp on the item next time you find the same item during the quest.*

Herb Supply

When the Hunter carries less than 5 herbs, he/she can collect herbs by talking to the herb girl. However, the Hunter cannot carry more than 5 herbs at once.

Starting a new game

The game starts at the Roadside Inn.



Gather information by talking to different people at the inn.

** Before leaving for the first time, try talking to the inkeeper.*

The Stock Box

Your room is located on the second floor of the inn. There is a Stock Box (chest) in which you can store some of your items. You can store items by touching the Stock Box. (The Stock Box screen will appear after the player character's data have been displayed.)

The Stock Box Screen

Items indicated in white are those currently carried by this player character. Items which are displayed in blue are stored in the stock box. Press the ✕ button to mark items either to be stored or removed. Pressing the ○ button takes you to the Data Save Screen. Choose the Memory card slot containing this player character's data and press the ✕ button to confirm.

** You can store up to 12 items in the Stock Box. Recovering from damage and abnormaltes. When you return to the inn from your quest, all damage and abnormal conditions will heal automatically.*

Quest Selection Screen

Exploration Guide
Leave the inn in order to select the quest you wish to explore. Place your cursor on the quest you wish to explore and press the ✕ button.

You can revisit quests you have alrady completed as often as you wish. Enjoy collecting more items and practicing your skills.

EXPLANATION OF THE GAME SCREEN

Every quest is a new challenge

Status Window

The status of each player character is displayed here. The figures on the left side show the HP, and those on the right the MP. When a player character's health is damaged, the frame colour changes from white to yellow and eventually to red.

Icon Menu

See page 31.

Camera Hold Icon

Appears when the camera is in Hold Mode.

Compass

Shows the current direction.

Experience Crystal

Appears when have defeated an enemy. The crystal increases your experience value.

Jewel Box

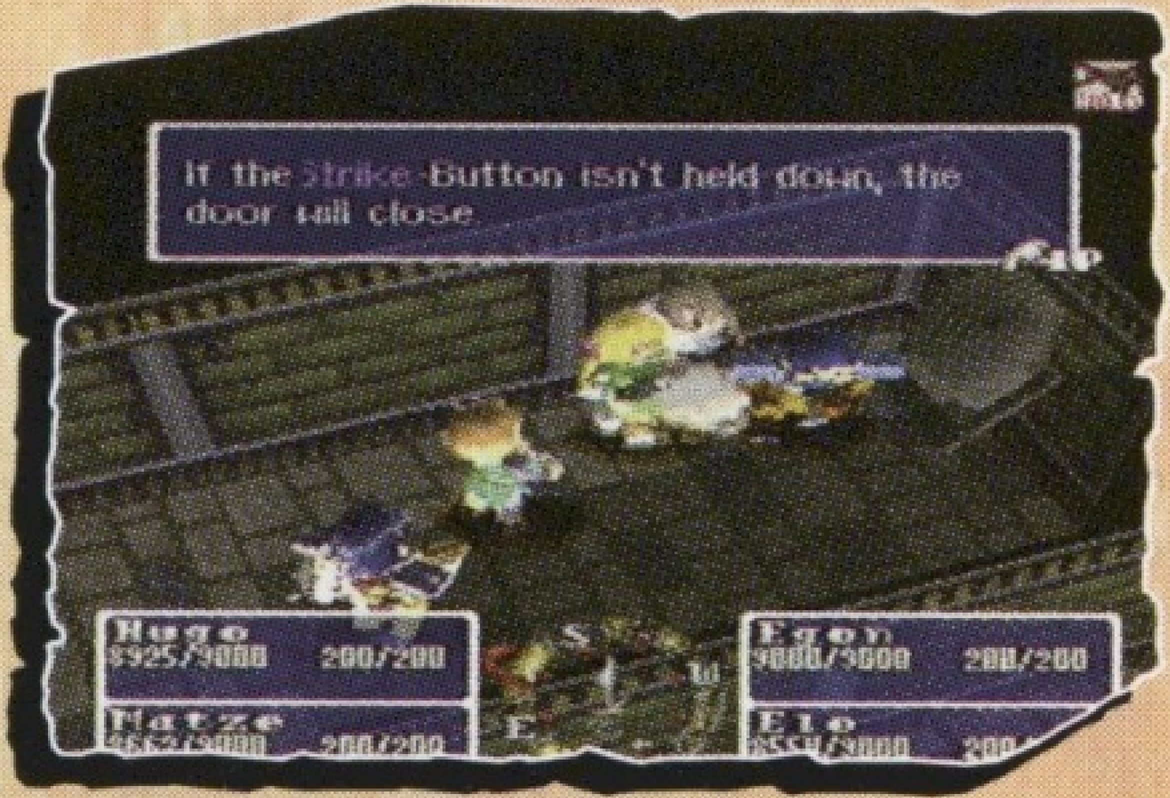
Appears randomly after you have defeated an enemy. Jewel boxes contain various items and sometimes they may be trapped.

Also, there are bigger treasure chests scattered all over the place in each quest. Some of these may require a key.

Gel (Currency)

Used during item auctions (see page 43).

Problem....



Solution!

Tricks

There are some tricks which require more than one player character to execute. Carrying out such a trick will lead to some unusual advantages such as rare items or short cuts. These tricks can be advantageous, however they are not required to clear the stage.

Save and Recovery Points

The Recover Point is an area that lets you recuperate from damages and abnormal health status. The Save Point is a place to save the player character data.

Save Point

Automatic HP/MP Recovery

When you rest your player characters for a certain period of time, the HP value will gradually be restored. The MP value is restored even if you keep the player character moving. The HP and MP values are also restored completely by a level-up.

Recovery Point

Growth of a Player Character

Defeating monsters while wandering through the quest increases the experience value of all player characters in a party. Picking up an experience crystal adds bonus experience points only to the one who takes it. When the experience value reaches a certain level, it grants the player character a level-up. When this happens, the values of HP, MP, STR, INT, MIN, AGL, CON, and POW increase and the LCK value changes. Spellcasters occasionally acquire new spells.

Growth of a Player Character

ABOUT MAGIC

Priests, Sorcerers, Elves and Faries can use magic. The type of the magic they can use depends on the individual class.

How to use a magic

There are two ways to use magic:

1. Automatic Incantation

Pressing the Special Skill button starts the incantation for the selected spell (while casting, a moving double circle appears around the player character). The magic is activated after keeping the button pressed for the amount of time required for each spell. If you release the button before the duration ends, the spell will not be activated.

2. Manual Incantation

Press the ■ button and the player character prepares for a magic incantation. Keep pressing and enter the command for the spell. Release the button to activate the selected spell.

** You can view the spell commands in the Magic Window of the System Menu. There is no time limit to enter spell commands.*

Automatic incantation eliminates the need to enter complex magic commands. However, you have to wait for the incantation to finish. On the other hand, manual incantation can start magic as soon as you enter the command for it. You may have to memorize the commands, but manual incantation will allow you to utilize high-level magic quicker than automatic incantation any time you need.

Adjusting the Effect of Magic

Some magic spells allow you to control the duration or the range of effectiveness depending on the period of pressing a certain button. In automatic incantation mode, it is the Special Skill button. In manual incantation mode, it is the last button of the command combination.

** Please check the Magic Window on the System Menu for such modifications.*

Magic with a Single Target

This type of magic works only on the closest target within range. If there is no target within range the magic works on the caster.

Resistance to Enemy Magic

Player characters can resist enemy magic. If successful, damage can be minimized or sometimes even be avoided completely. The more a player character's skills improve, the better are his/her chances of resistance. This is also true about the effect of a player character's own magic.

Learning New Spells

Most spells are acquired automatically with level-ups. However, there are a few spells which are very powerful. These can be acquired by achieving certain requirements at a certain place during an adventure.

Zero MP Faint

Use of magic decreases MP and can result in the stunning of a player character. When this happens, the player character is out of energy and all capabilities. Use magic with caution.

ABOUT ABNORMAL STATES

Special attacks by monsters and traps can cause player characters to be in abnormal state.

PHYSICAL ABNORMALITY

Poison	Poison gradually consumes HP. Recover with a certain period of rest, or with magic, herbs or the help of an item.
Paralyze	The body becomes numb and the player character can only walk slowly.
Stun	The player character can't make any actions. Recover with a certain period of rest.
Petrified	The body petrifies and HP gradually decreases. The player character can't make any actions. Recover by resting or with help of an item.
Drain	Physical power is drained and player character's abilities decrease. Recover through magic or the help of an item.

PSYCHOLOGICAL ABNORMALITY

Feeble — Magical capabilities are out of balance & MP are gradually decreased. Recover by resting or through magic, herbs or the help of items.

Confusion — Thoughts disintegrate and the player character can't move as intended. Recover by resting, through magic, or with the help of items.

Curse — A player character is incapable of attacking an opponent due to a curse. Recover by resting, through magic, or with the help of items.

Silence — Loss of voice and the capability to use magic. Recover by resting, through magic, or with the help of items.

Sleep — A player character is incapable of any action due to severe drowsiness. Recover through magic or with the help of items, or when awakened by an enemy attack.

Berserk — Loss of reason results in a frenzy. The level of offensive power increases but defense decreases. Can't use magic or items. Recover by resting, through magic, or with the help of items.

Dead — Total loss of HP results in death. When the party moves on to the next area, the player character is revived with a HP value of 1. Recover through magic or with the help of items.

ELEMENTS

Weapons

Some weapons and defense gear have attributes. Equipment with the same element as that of the player character is increased in effectiveness. Take advantage of this in fights by utilizing the attribute value effectively.

1. Kinds of Attributes

There are 8 kinds of attributes. A combination of two attributes that affect each other is called "reactive attributes". Among such combinations, there are positive and negative attributes.

There are attributes which react with each other. These reactive attributes are connected with **VERTICAL** or **DIAGONAL** lines. Vertical lines represent positive attributes and crossing lines represent negative attributes. In case of multiple attributes, the one with the highest attribute value prevails.

2. Offensive and Defensive Attributes

There are also offensive and defensive attributes. Offensive attributes are reactive with those of weapons and accessories while defensive attributes are reactive with those of armors and accessories. Attack enemies with their negative attributes for more damage. On the other hand, enemies with a positive attribute take less damage. This is the same when an enemy attacks you.

EXAMPLES

Offense

A weapon with an attribute of light 10 would increase your attack power by 10.

Defense

If you are wearing protective gear as well as an accessory with attributes of fire 10 each, they would increase your defensive power against the attribute of fire by 20.

3. Attribute Colours

When damage is caused by an attack, the damage score indicates a value of damage in the colour of the attribute of the attack.

White	No attribute
Green	Recover
Orange	Fire
Sky Blue	Water
Brown	Earth
Green	Wind
Yellow	Light
Gray	Darkness
Silver	Holiness
Red Black	Evil

6. ICON MENU

While pressing the △ button during the game, the Icon Menu appears above the player character. Now you can select weapons, armor, items, magic etc., or toggle the game control mode.

The following options are available in the icon menu:

WEA
Change of weapons currently in this character's inventory.

ARM
Change of armor currently in this character's inventory.

SHD
Change of shields currently in this character's inventory.

ACS1
Change of accessories currently in this character's inventory.

ACS2
Change of accessories currently in this character's inventory.

ITEM
Use of items currently in this character's inventory. After each use, a certain amount of time has to pass before the item can be used again.

MAG
Select spell. Only for spellcasting classes.

HERB
Select herb. Only for hunters.

LEAD
Select a party leader.

Short Cut

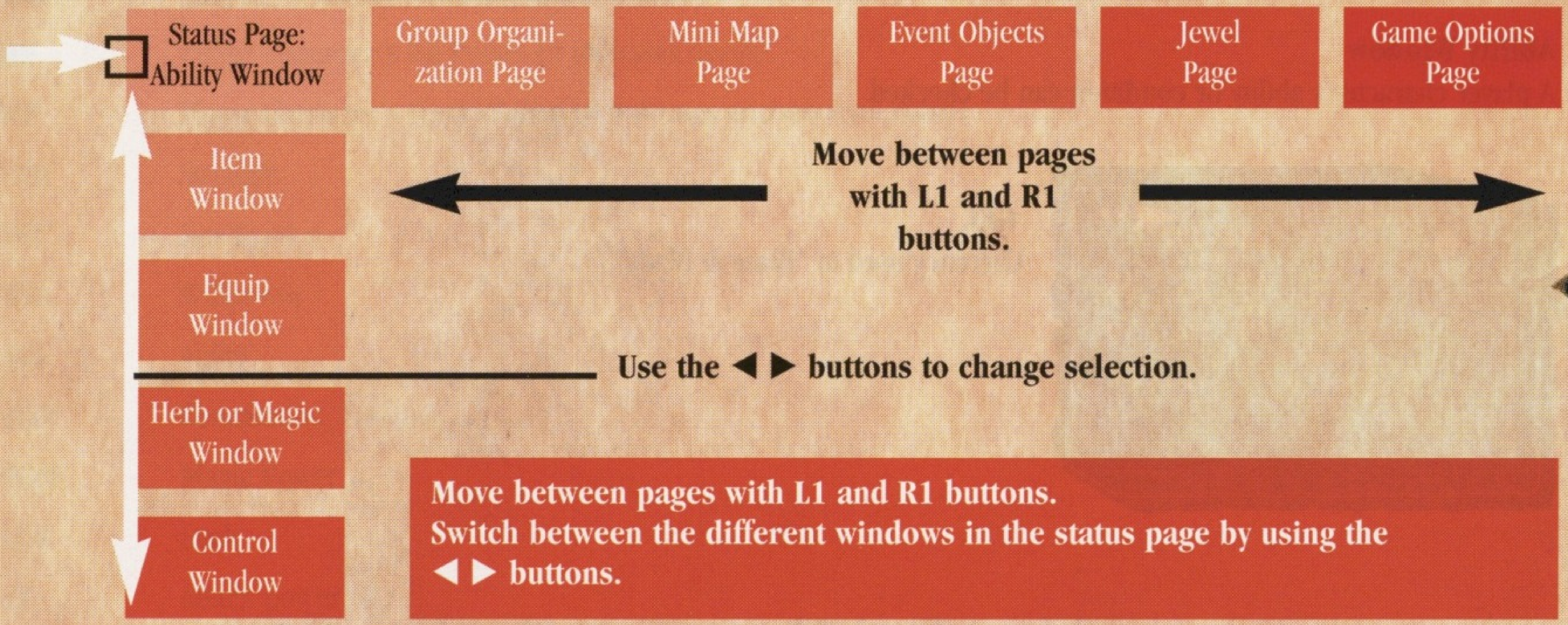
While opening the Icon Menu by keeping the △ button pressed, you can select an icon of an item using the ▲▼ buttons and select an option using the ◀ ▶ buttons.

A weapon, for example, can be selected using the ▲▼ buttons to select the weapon icon first, and then choosing a weapon by pressing the ◀ ▶ buttons. The weapon of your choice will be equipped by pressing the ✕ button.

7. SYSTEM MENU

Press the ▶ button for the System Menu. This menu allows you to check and change the character setup.

There is a Status page, a Group Organization page, a Mini Map page, an Event Objects page, a Jewel page, and a Game Options page.



* Change the player character on the status page by using ▲▼ buttons.
* The status page is to view each player character's detail information. There are five windows, such as abilities, items, equip, special skills, and controls.
* The Special Skills Window is only available for classes capable of magic (Magic Window) and hunters (Herb Window).

1. Information on a player character

The status page consists of five windows: Ability Window, Item Window, Magic or Herb Window, Equip Window and Control Window. Use the ▲▼ buttons to change player character, and the ◀ ▶ buttons to select a window. Use the ✕ button to confirm, and the ○ button to cancel.

Ability Window

A player character's ability or condition can be checked.

GEL
Currency used in "Blaze & Blade".

Explanation of items

LV	Player character's level
GEL	Amount of money owned by this character
HP	Player character's Hit Points (0 indicates death)
MP	Player character's Magic Points (0 indicates unconscious status)
STR	Strength
INT	Intelligence
WIL	Willpower
AGL	Agility
CON	Constitution, Stamina
POW	Magic Power
LCK	Luck
AT	Attack power
DF	Defend power
MAT	Magic attack power
MDF	Magic defense power
Status	Abnormal states
Exp	Experience
Next	Experience required for "Level Up"

A parameter with the colour "Red" represents a low ability status.
A parameter with the colour "White" represents a high ability status.

Item icon

Item Window

You can see all items the player character has (all classes). To see the description of an item, press the ✕ button and place the cursor on the item. To throw away an item, first move cursor to the trashcan and press the ✕ button. Then choose the object which you wish to dispose of.

Item explanation

Item icon	Selected item (you can carry up to 10 items at the same time)
Item name	Name of the item
AT	Attack power of the item
DF	Defense power of the item
Item Element	Earth, Water, Fire, Wind, Light, Darkness, Holiness, Evil

Classes

Classes in white colour can equip this item.

War	Warrior
Pri	Priest
Rog	Rogue
Sor	Sorcerer
Hun	Hunter
Elf	Elf
Dwf	Dwarf
Fai	Fairy

An "E" mark indicates "equipped". Equipped items can't be thrown away. Multiple possession is allowed for the item in use.

Magic Window

All available spells are represented by a spell icon. You can see a detailed description of each spell by pressing the ✕ button and then selecting a spell using the ◀ ▶ buttons. Press the ○ button to cancel any selection.
Press the □ button, and you select this spell to use as a special skill (i.e. equip it).

** An equipped spell ist marked with an "E" on its magic icon.*

Spell Explanation

Spell Level	The level of the spell
Spell Icon	Equipped spell
"?" Icon	Spells this character hasn't learned yet
Spell Name	Name of the selected spell
MP	MP this spell consumes
Command	Command sequence required for manual execution of this spell while keeping the ■ button pressed

Herb Window

The Hunter's special skill. The Herb Window shows all herbs carried and their quantity. The herb explanation can be read by moving the cursor to its herb icon using the ▲▼ buttons. Press the ✕ button to select and equip a herb.

** An "E" mark indicates that a herb is "equipped".*

Equip Window

The equipment of a player character can be changed. While you are in operation mode, move the cursor to the equipment you wish to choose and press the ✕ button. Also, press the ✕ button when you wish to remove equipment.

** An "E" mark indicates "equipped".*

Control Window

Here the Controller type, the player marker, and the direction marker can be selected.

Control	Switch the Controller type	
Direction	Select "ON" to see the direction of the characters	
Player	Select "ON" to see who is controlling this player character	
Custom	Change button functions	
	ATK	(Attack)
	JUMP	(Jump)
	SUB	(Special Skill)
	MENU	(Item Window)

2. Group Organization Page

Player character colour can be selected and the party leader can be changed.
Additional players can join a game by adding additional Controllers.

Change Player Character Colour

Select a player character by using the ◀ ▶ buttons and change this character's colour by using the ▲▼ buttons.

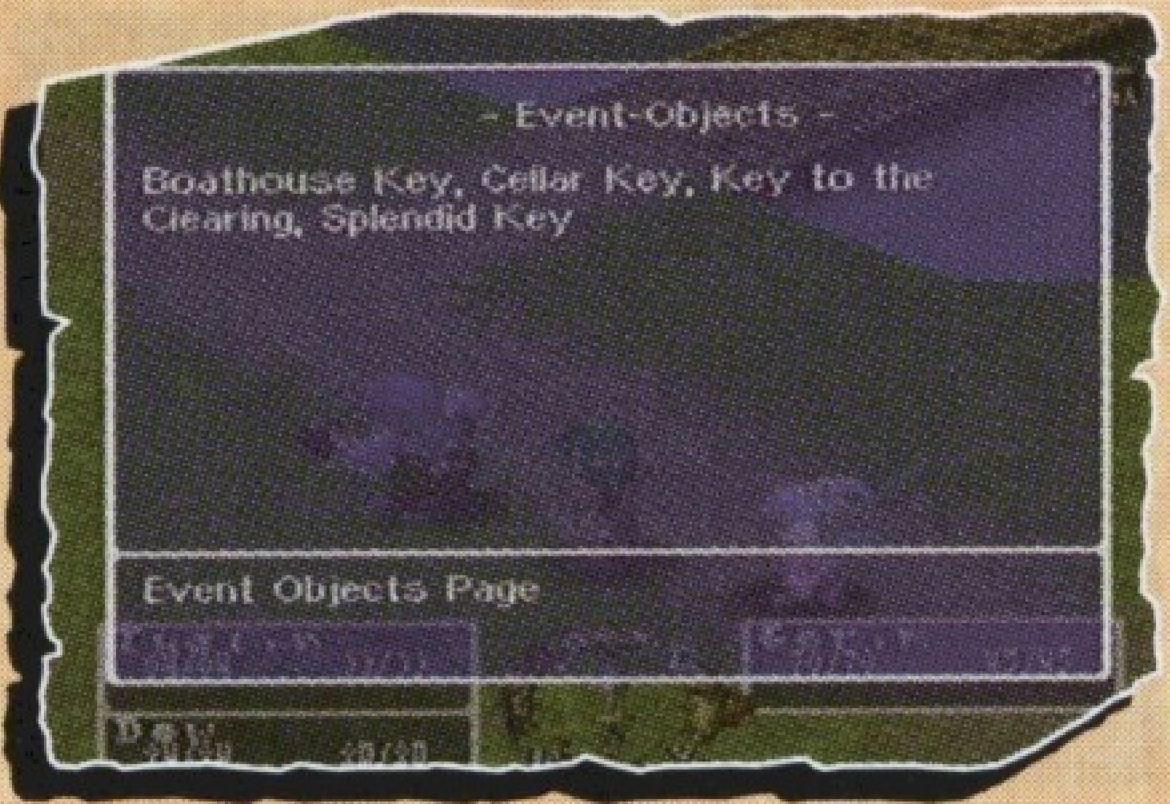
Change to Manual Operation

Change to the Group Organization Page when the a Controller is connected.
Press a Directional button on the new Controller and operation mode will be switched from COM to MAN.
** Player characters selected on the Group Organization Page are automatically assigned to the corresponding Controllers 1P through 4P where available.*

3. Mini Map Page

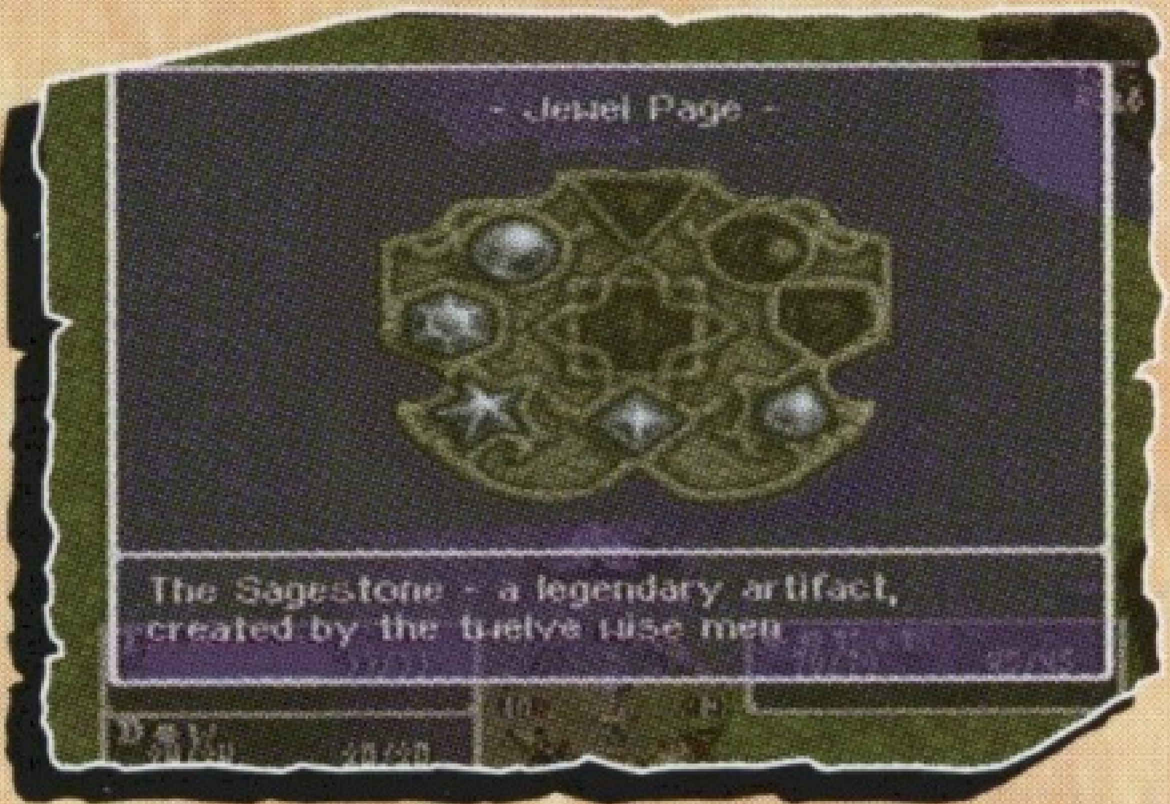
A floor map showing your current location is displayed. Secret rooms and paths are not necessarily included in the map. An arrow indicates the party location and the arrow direction indicates the direction the leader is facing.
Operation: Scroll the map by using the ▲▼◀ ▶ buttons. Return to the party's current location map by pressing the ○ button.

You can switch to a Marker Setup mode by pressing the ✕ button. Select a marker by using the ◀ ▶ buttons and press the ✕ button when the cursor in on the desired colour. Now the marker is set. You can cancel a placed marker by choosing this colour and pressing the ✕ button again. Eight markers can be set in each quest. Flashing makers are currently in use.



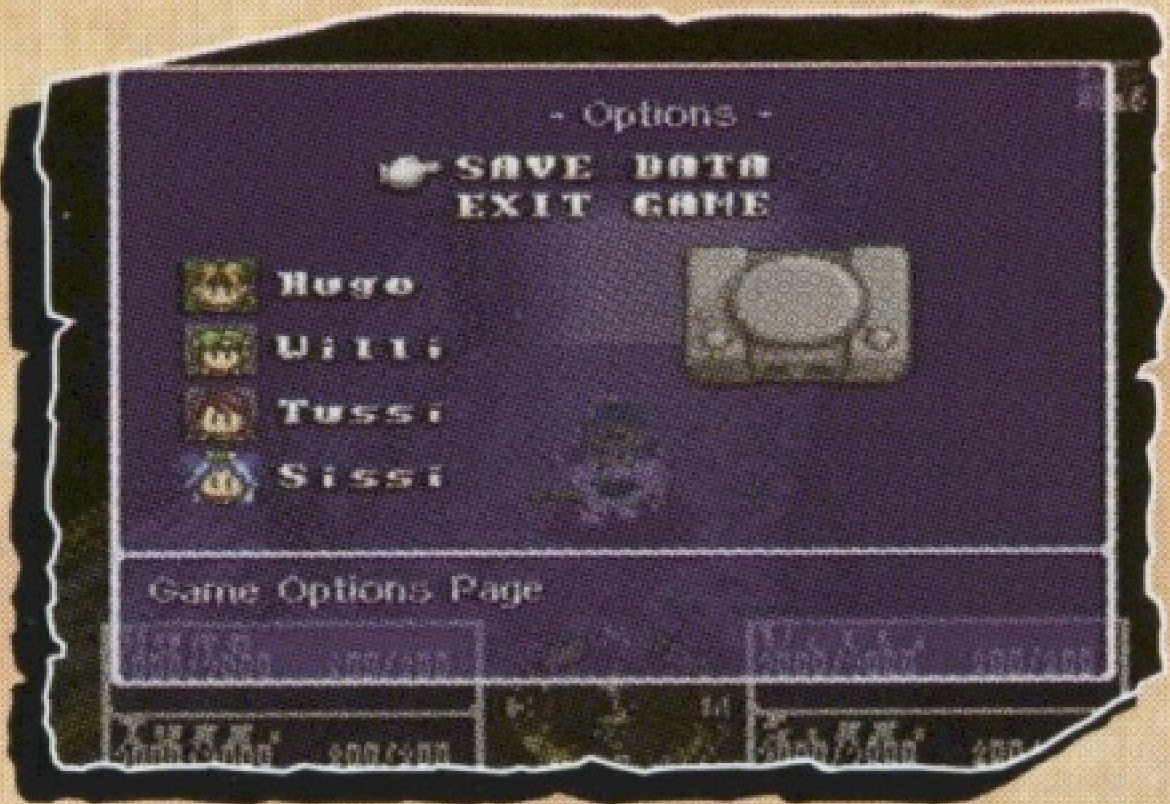
4. Event Objects Page

Here all the objects found in a quest are listed. An explanation for each of these items can be found in the bottom line. Press the ✕ button and move the cursor over any of the items.



5. Jewel Page

On this page, the jewels you have collected so far are displayed.



6. Game Options Page

Here you can save the player characters or end the current game.
This option can be used in hotels and on Save Points in the individual quests.

How to Save

a) Select SAVE DATA and press the ✕ button.
b) Select a player character to save using the ✕ button.

- Select a Memory card slot using the ◀ ▶ buttons, and press the ✕ button to confirm. This Memory Card has to be the one that contains the original data of this player character.
- Follow the on-screen instructions.
- After SAVE DATA is completed, you can return to the Options screen by pressing the ○ button.
- Select EXIT to return the Title page, or press the ► button to continue the game.

8. MEMORY CARD UTILITY

The Memory card utility can be accessed from the Title page by pressing the ✕ button. Select an entry by using the ▲▼◀ ▶ buttons. Press the ✕ button to confirm, and the ○ button to cancel. Player character data can be copied or deleted.

1. After selecting UTILITY you can choose a Memory card slot. Confirm your selection by pressing the ✕ button.
** Select EXIT when you want to leave the Memory card utility.*

2. After selecting a Memory card slot, each icon now shown represents the player character data stored on your Memory Card. Select the data you want to copy or delete by pressing the ✕ button.

3. Now you can choose to either copy or delete the selected player character.

4. After selecting COPY you can choose a target Memory card slot to use.
** After the selected operation, you can leave this sub menu by selecting EXIT and pressing the ✕ button.*

9. ITEM UTILITY

Select an entry by using the ▲▼ buttons. Press the ✕ button to confirm and the ○ button to cancel.

Utility

A character's items can be displayed.

List of items.

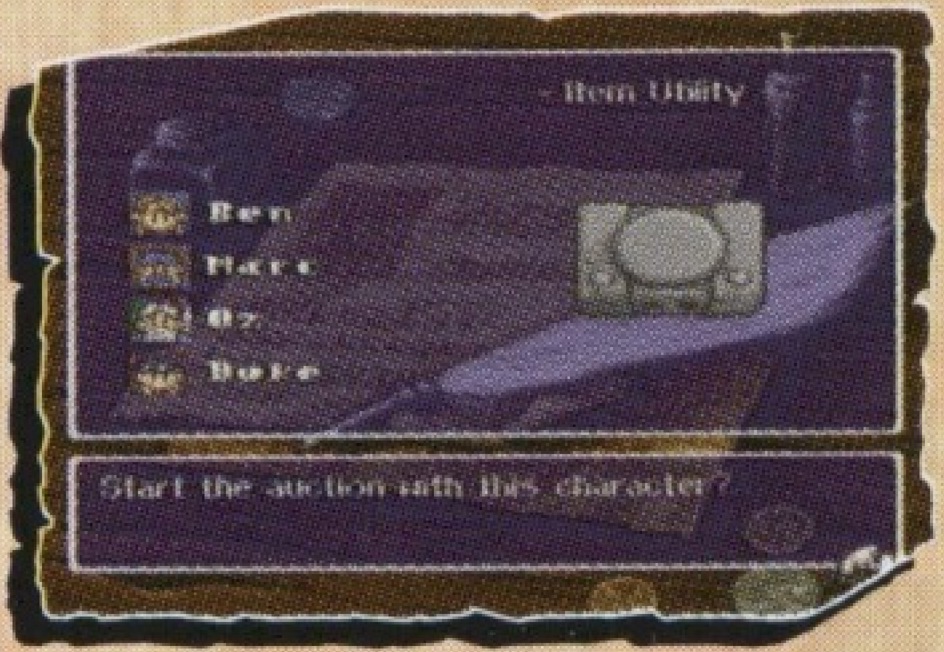
Displays a list of items currently in this character's inventory. This list is updated whenever you save your character data at a save point, the inn, by using a stock box or after an auction. The figure on the left side of the screen indicates the number of items this character has obtained so far as opposed to the total item quantity in "Blaze & Blade".

Auction

Here selected players can buy and sell items.

1. Item Auction

Select the members who will attend the auction. Select a Memory card slot by pressing ◀ ▶ buttons. Confirm your selection by pressing the ✕ button. Auction members are chosen by pressing the ◀ ▶ buttons. After selecting all members, press the ✕ button.



2. Select the Owner

Use left and right Directional buttons. Confirm your selection with the ✕ button.

3. Select the Auction item.

Use the ◀ ▶ buttons to select the item this character wants to sell. The merchandise for auction is limited to weapons, defenses and accessories which its owning character doesn't have equipped. This selection can only be made by the owner.

4. Auction

Any character except for the owner decides on a bid amount. The winner will be the character to bid the most. To bid for an item use the ▲ buttton and confirm with the ✕ button. The auction is ended when all the bids have been confirmed. This Auction screen can be left by pressing the ○ button.

5. Save

Player characters whose data has been changed due to an auction can be saved by selecting a Memory card slot and pressing the ✕ button. The names of these player characters are highlighted. After having saved the data, you can return to the Item utility screen by selecting the corresponding option. Press the ✕ button to confirm.

10. ITEM INTRODUCTION

Weapon	Defense	Item
	Sword	Large sword such as the long sword. Warriors prefer to use these.
	Short Sword	Smaller swords such as the short sword. Elves prefer to use these.
	Knife	Small knives such as the dagger. Rogues prefer to use these.
	Bludgeon	Weapon Bludgeon weapons are preferred by Priests, as they are forbidden to shed blood.
	Staff	Sorcerers prefer to use these.
	Axe	Heavy and powerful weapons preferred by Dwarves.
	Bow and Arrow	Especially good for long distance attacks. Hunters prefer to use these.
	Rod	Special wands for Fairies.
	Heavy Armour	Only Warriors and Dwarves can wear this type of armour.
	Light Armour	Made from leather. Ideal protection for Rogues, Hunters and Elves.
	Robe	Made from thick cloth. Only Priests, Sorcerers and Fairies can wear these.
	Shield	Warriors and Dwarves use these in order to protect themselves when attacked with weapons.
	Accessory	Such as rings and special clothing.
	Item	Many of these disappear after having been used only once.

An Introduction to Attack Magic

Sometimes attack magic is needed to defeat powerful opponents, for example:

Fire Bullet	Fires a small fireball.
Spark Bullet	Fires a small ball of lightning.
Water Bullet	Creates waves of water on the land.
Stone Bullet	Fires numerous small rocks.
Striking	Enhances attack power of a player character.
Light Bolt	Summons a sphere of light.
Lightning Bolt	Fires a blast of lightning.
Dark Breath	Summons a spirit of pain which attacks enemies.

An Introduction to Recovery Magic

Healing power is important for survival in a battle, curing a disease or simply recovering lost HP, for example:

Turn Undead	Purifies the undead with sacred power.
Healing	Regain HP.
Protection	Increases DF.
Resist	Increases MDF.
Detect Align	Detect an enemy's protective elements.
Heal	Restores HP of all characters.
Requiem	Purifies the undead with sacred light.
Refresh	Restores HP.

An Introduction to Special Skills

Unique fairy spells.

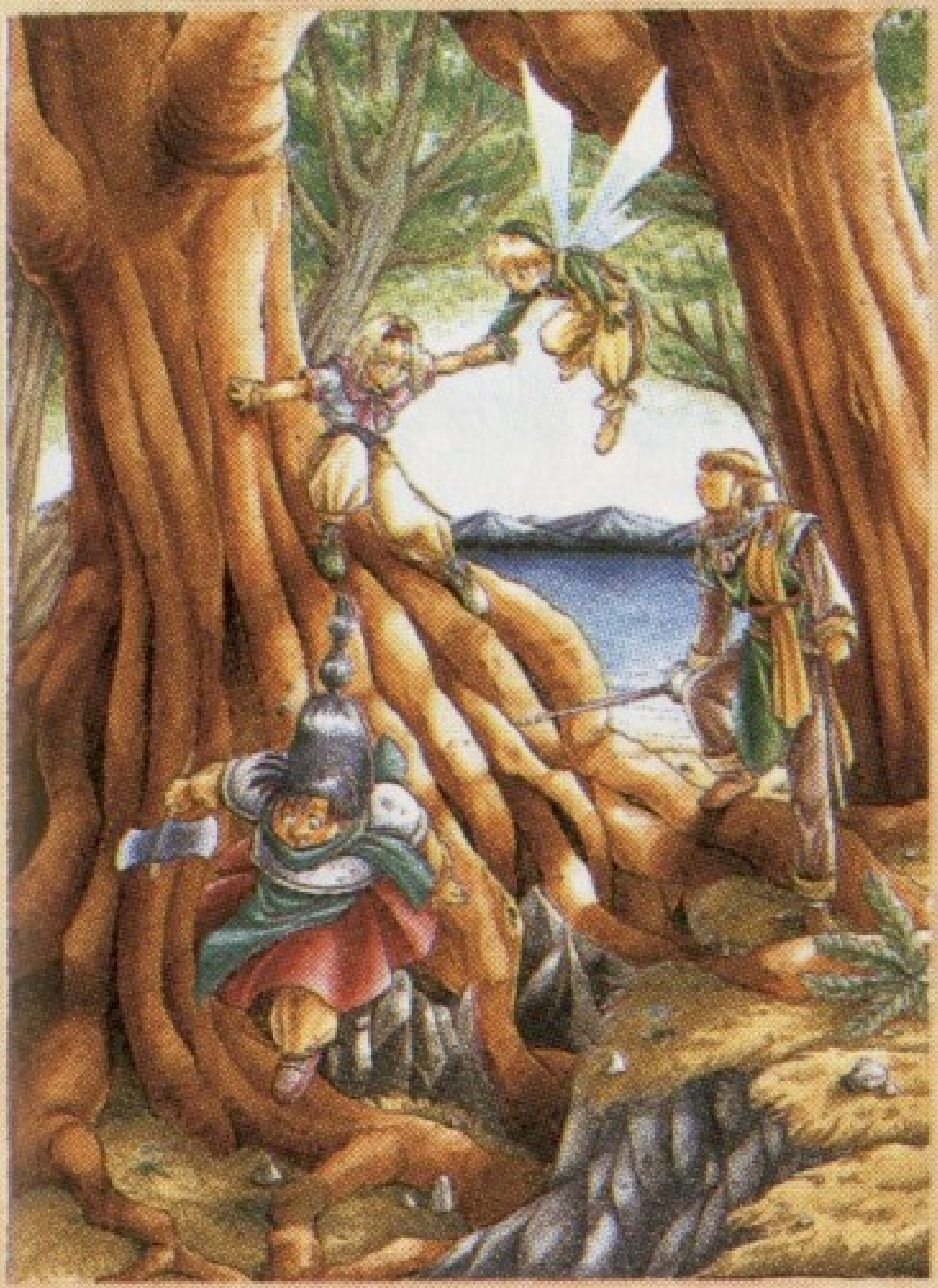
Sleep	Puts enemies to sleep.
Slow	Slows down enemies by magically stepping on them.
Haste	Hastens a player character's actions.
Enchanted Fire	Increases the attack power of a weapon.
Enchanted Water	Increases the attack power of a weapon.
Entrancement	Confuses enemies.
Silence	Enemies are unable to speak.
Levitate	Spirits help the player characters to float in the air.

Herbs

Herbs can heal injuries and recover the abnormal status of player characters. Only Hunters can use herbs.

Lavender	Returns some life energy.
Sage	Returns magical energy.
Ironsage	Neutralizes poison.
Heavensage	Cures paralyzation.
Fennel	Cures petrification.
Hyssop	Cures madness.
Belladonna	Removes curses

11. QUEST INTRODUCTION



The Wood of Ruins

A beautiful forest filled with trees. This will be the first place your adventurers visit after having gained information from the bar owner. While walking through the deep forest, the party will come to a boathouse which will lead you to a new journey.

The Abandoned Mine

Many demons live in this abandoned mine. It's a dark and forbidding coal mine which was dug out long ago. There are a lots of traps and tricks in the mine such as the mine elevator or the jump steps in the bottom of the mine.

The Ancient Tower

A castle of demons located in Foresia. A huge and complex tower and castle. Almost every room is trapped. An old foe will be waiting for you on the bridge to the upper tower.

Fire Dragon Mountain

This battle will be hot in every way. The fire dragon mountain is famous for the hot steam spurting out from the walls and the flaming lava under the cliff. If you can successfully navigate through the narrow paths, you will meet the dragon who is already waiting for you.

12. CREDITS

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Chief Director	Takeshi Kono
Producer	Toshirou Yokoyama
Production	T&E SOFT

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**(Ein Anruf unter dieser Nummer kostet in der Zeit von 8-18 Uhr ös 8, - - /Min, außerhalb dieser Zeit ös 6, - - /Min.)*

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

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- **Suomi** ______ (09) 887 331 ______

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